

A3 In addition, wireless communication techniques alternatively can be employed to communicate between the housings 70 and 80.

IN THE CLAIMS

Please amend claims 1, 4-8, 10-14, 17, 19-23, 25, 26, 29-31, 34, 36, 37, 41-43, 45 and 47 as illustrated in the attachment titled "Marked-Up Claims" to read as follows:

A4 1. (Once Amended) A method of luring an animal to an area in an environment, the method comprising an act of:

(A) playing back a pre-recorded sound that simulates an environmental contact sound made by a species of animal in the environment.

4. (Once Amended) The method of claim 1, wherein the pre-recorded sound played back in the act (A) is a first pre-recorded sound, and wherein the method further includes an act of:

(B) playing back, contemporaneously with the playing back of the first pre-recorded sound, a second pre-recorded sound that is recorded separately from the first pre-recorded sound and that simulates a second sound made by a species of animal in the environment.

A5 5. (Once Amended) The method of claim 1, wherein the pre-recorded sound played back in the act (A) is a first pre-recorded sound, and wherein the method further includes an act of:

(B) playing back, contemporaneously with the playing back of the first pre-recorded sound, a second pre-recorded sound that is recorded separately from the first pre-recorded sound and that simulates one of a vocal sound made by a species of animal and an animal-to-animal contact sound made by members of a species of animal in the environment.

6. (Once Amended) The method of claim 1, wherein the environmental contact sound simulates the sound of a step taken by a member of the species, and wherein the method further includes an act of repeating the act (A) to simulate a sound of a member of the species walking.

7. (Once Amended) The method of claim 6, further including an act of varying a volume at which the environmental contact sound is played back between repetitions to simulate a sound of the member of the species walking in a particular direction.

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8. (Once Amended) The method of claim 1, wherein the act (A) includes acts of:  
providing an audio-recording medium having a plurality of audio messages recorded thereon,  
each audio message representing an animal sound, at least one of the plurality of audio  
messages including the pre-recorded sound that simulates the environmental contact sound made  
by the species in the environment;  
receiving input from a user that identifies the pre-recorded sound for play-back; and  
producing, from the pre-recorded sound, an output sound that simulates the environmental  
contact sound made by the species in the environment.

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10. (Once Amended) The method of claim 8, wherein the pre-recorded sound played back in  
the act (A) is a first pre-recorded sound, and wherein the method further comprises acts of:  
receiving additional input from a user that identifies a second pre-recorded sound for  
play-back, the second pre-recorded sound simulating a second sound made by a species of  
animal in the environment;  
combining at least a portion of the first pre-recorded sound with at least a portion of the  
second pre-recorded sound to produce a combined output sound.

11. (Once Amended) The method of claim 1, wherein the act (A) includes an act of playing  
back a pre-recorded sound recorded from a sound actually made by the species.

12. (Once Amended) The method of claim 1, wherein the act (A) includes an act of playing  
back a pre-recorded sound recorded from a man-made sound.

13. (Once Amended) An apparatus for luring an animal to an area in an environment, the  
apparatus comprising:  
a recording medium storing a pre-recorded sound that simulates an environmental contact  
sound made by a species of animal in the environment; and  
a controller to play back the pre-recorded sound.

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14. (Once Amended) The apparatus of claim 13, further including a speaker to reproduce the pre-recorded sound when the pre-recorded sound is played back and a user interface that enables a user to control the playing back of the pre-recorded sound, wherein the user interface is housed separately and can be disposed remotely from the speaker.

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17. (Once Amended) The apparatus of claim 13, wherein the pre-recorded sound is a first pre-recorded sound, wherein the recording medium further stores a second pre-recorded sound that is recorded separately from the first pre-recorded sound and that simulates a second sound made by a species of animal in the environment, and wherein the controller can play back the first and second pre-recorded sounds contemporaneously.

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19. (Once Amended) The apparatus of claim 13, further including a speaker to reproduce the pre-recorded sound when the pre-recorded sound is played back and a volume control that controls a volume at which the speaker reproduces the pre-recorded sound when the pre-recorded sound is played back.

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20. (Once Amended) The apparatus of claim 13, wherein the second pre-recorded sound simulates one of a vocal sound made by a species of animal and an animal-to-animal contact sound made by members of a species of animal in the environment.

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21. (Once Amended) The apparatus of claim 13, wherein the environmental contact sound simulates the sound of a step taken by a member of the species, and wherein the controller can repeatedly play back the pre-recorded sound to simulate a sound of a member of the species walking.

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23. (Once Amended) The apparatus of claim 13, wherein the pre-recorded sound is recorded from a sound actually made by the species.

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25. (Once amended) An apparatus for luring an animal to an area in an environment, the apparatus comprising:

A/D means for storing a pre-recorded sound that simulates an environmental contact sound made by a species of animal in the environment; and  
B means for playing back the pre-recorded sound.

sub-B1) 26. (Once Amended) A method of luring an animal to an area in an environment, the method comprising an act of:

(A) contemporaneously playing back first and second pre-recorded sounds that were recorded separately and that respectively simulate first and second sounds each made by a species of animal in the environment.

4 29. (Once Amended) The method of claim 26, wherein the first pre-recorded sound simulates the sound of a step taken by a member of a species of animal, and wherein the method further includes an act of repeating the act (A) to simulate a sound of a member of a species of animal walking.

5 30. (Once Amended) The method of claim 29, further including an act of varying a volume at which the first pre-recorded sound is played back between repetitions to simulate a sound of a member of a species of animal walking in a particular direction.

A11 6 31. (Once Amended) The method of claim 26, wherein the act (A) includes acts of:  
providing an audio-recording medium having a plurality of audio messages recorded thereon, each audio message representing an animal sound, a first of the plurality of audio messages including the first pre-recorded sound and a second of the plurality of audio messages including the second pre-recorded sound;

receiving input from a user that identifies the first and second pre-recorded sounds for play-back; and

producing, from the first and second pre-recorded sounds, an output sound that simulates the first and second sounds.

A12 34. (Once Amended) The method of claim <sup>16</sup>26, wherein the act (A) includes an act of playing back at least one of the first and second pre-recorded sounds from a recording of a sound actually made by a member of a species of animal.

[sub-B2] 36. (Once Amended) An apparatus for luring an animal to an area in an environment, the apparatus comprising:

a recording medium storing first and second pre-recorded sounds that simulate first and second sounds each made by a species of animal in the environment; and  
a controller to play back the first and second pre-recorded sounds contemporaneously.

A13 17 37. (Once Amended) The apparatus of claim <sup>16</sup>36, further including a speaker to reproduce the first and second pre-recorded sounds when the first and second pre-recorded sounds are played back and a user interface that enables a user to control the playing back of the first and second pre-recorded sounds, wherein the user interface is housed separately and can be disposed remotely from the speaker.

21 41. (Once Amended) The apparatus of claim <sup>16</sup>36, further including a speaker to reproduce the first and second pre-recorded sounds when the first and second pre-recorded sounds are played back and a volume control that controls a volume at which the speaker reproduces the first and second pre-recorded sounds when the first and second pre-recorded sounds are played back.

A14 22 42. (Once Amended) The apparatus of claim <sup>16</sup>36, wherein the first pre-recorded sound simulates an environmental contact sound made by a species of animal in the environment and the second pre-recorded sound simulates one of a vocal sound made by a species of animal and an animal-to-animal contact sound made by members of a species of animal in the environment.

23 43. (Once Amended) The apparatus of claim <sup>16</sup>36, wherein the first pre-recorded sound simulates the sound of a step taken by a member of a species of animal, and wherein the controller can repeatedly play back the pre-recorded sound to simulate a sound of a member of a species of animal walking.

45. (Once Amended) The apparatus of claim 36, wherein at least one of the first and second pre-recorded sounds is recorded from a sound actually made by a member of a species of animal.

47. (Once Amended) An apparatus for luring an animal to an area in an environment, the apparatus comprising:

means for storing first and second pre-recorded sounds that simulate first and second sounds each made by a species of animal in the environment; and

means for playing back the first and second pre-recorded sounds contemporaneously.

Please add the following new claims 48-87 as follows.

48. (New) The method of claim 1, wherein act (A) comprises playing back the pre-recorded sound that simulates an environmental contact sound made in the environment by a species of animal of which the lured animal is a member.

49. (New) The apparatus of claim 13, wherein the lured animal is a member of the species.

50. (New) The apparatus of claim 13, further comprising:  
a speaker to reproduce the pre-recorded sound when the pre-recorded sound is played back.

51. (New) The apparatus of claim 13, wherein the apparatus further comprises:  
a battery to provide power to the apparatus.

52. (New) The apparatus of claim 25, wherein the lured animal is a member of the species.

53. (New) The apparatus of claim 25, further comprising:  
means for reproducing the pre-recorded sound when the pre-recorded sound is played back.

54. (New) The method of claim 26, wherein act (A) comprises playing back the first pre-recorded sound that simulates an animal sound made by a species of animal of which the lured

animal is a member.

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55. (New) The method of claim ~~54~~, wherein act (A) comprises playing back the second pre-recorded sound that simulates an animal sound made by the species of animal of which the lured animal is a member.

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56. (New) The method of claim ~~26~~, wherein act (A) comprises playing back the first pre-recorded sound that simulates an animal sound made by a first species of animal and playing back the second pre-recorded sound that simulates an animal sound made by the first species.

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57. (New) The method of claim ~~31~~, wherein act (A) comprises playing back the first pre-recorded sound, which simulates a vocal animal sound.

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58. (New) The apparatus of claim ~~57~~, wherein act (A) comprises playing back the second pre-recorded sound, which simulates a second vocal animal sound different than the first vocal animal sound.

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59. (New) The apparatus of claim ~~36~~, wherein at least one of the first and second simulated sounds is made by a species of animal of which the lured animal is a member.

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60. (New) The apparatus of claim ~~36~~, wherein the first simulated animal sound and the second simulated animal sound are made by a same animal species.

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61. (New) The apparatus of claim ~~36~~, further comprising:  
a speaker to reproduce the first and second pre-recorded sounds when the first and second pre-recorded sounds are played back.

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62. (New) The apparatus of claim ~~36~~, further comprising:  
a first signal representing the first pre-recorded sound on the recording medium, the first pre-recorded sound simulating a first vocal animal sound; and

a second signal representing the second pre-recorded sound on the recording medium.

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63. (New) The apparatus of claim 62, wherein the second pre-recorded sound simulates a second vocal animal sound different than the first vocal animal sound.

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64. (New) The apparatus of claim 30, wherein the apparatus further comprises:  
a battery to provide power to the apparatus.

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65. (New) The apparatus of claim 47, wherein at least one of the first and second simulated sounds is made by a species of which the lured animal is a member.

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66. (New) The method of claim 47, wherein the first simulated animal sound and the second simulated animal sound are made by a same species of animal.

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67. (New) The apparatus of claim 47, further comprising:  
means for reproducing the first and second pre-recorded sounds when the first and second pre-recorded sounds are played back.

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68. (New) The apparatus of claim 47, further comprising:  
a first signal representing the first pre-recorded sound on the recording medium, the first pre-recorded sound simulating a first vocal animal sound; and  
a second signal representing the second pre-recorded sound on the recording medium.

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69. (New) The apparatus of claim 68, wherein the second pre-recorded sound simulates a second vocal animal sound different than the first vocal animal sound.

70. (New) An apparatus for luring an animal to an area in an environment, the apparatus comprising:

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> a recording medium on which is stored a first signal representing a first pre-recorded sound that simulates at least a first animal sound made by a species of animal in the environment and a second signal representing a second pre-recorded sound that simulates at least a second

animal sound made by a species of animal in the environment;

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cont a user interface including a first button to select the first signal and a second button to select the second signal;

a controller to play back contemporaneously the first and second pre-recorded sounds in response to the first button and second button being pressed; and

a hand held unit to house the recording medium, the user interface and the controller during operation of the apparatus.

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41. (New) The apparatus of claim 39, wherein the first animal sound is made by a species of animal of which the lured animal is a member.

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42. (New) The apparatus of claim 39, wherein the first animal sound and the second animal sound are made by a same animal species.

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43. (New) The apparatus of claim 39, wherein the first pre-recorded sound simulates a first vocal animal sound.

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44. (New) The apparatus of claim 43, wherein the second pre-recorded sound simulates a second vocal animal sound different than the first vocal animal sound.

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45. (New) The apparatus of claim 39, further comprising:  
a speaker, housed separately from the hand-held unit, to reproduce the first and second pre-recorded sounds contemporaneously in response to the playback of the first and second pre-recorded sounds by the controller.

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46. (New) The apparatus of claim 39, wherein the user interface includes one or more controls to control a volume of the reproduced first and second pre-recorded sounds.

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47. (New) The apparatus of claim 39, wherein the apparatus further comprises:  
a battery to provide power to the apparatus.

78. (New) A method of luring an animal to an area in an environment using a hand-held unit that houses a recording medium and a user interface, the recording medium storing a first signal representing a first pre-recorded sound that simulates at least a first animal sound made by a species of animal in the environment and storing a second signal representing a second pre-recorded sound that simulates at least a second animal sound made by a species of animal in the environment that is different than the first animal sound, and the user interface including a first button to select the first pre-recorded sound and a second button to select the second pre-recorded sound, the method comprising acts of:

(A) controlling a simulation of the first animal sound by pressing the first button to reproduce the first pre-recorded sound; and

(B) controlling a simulation of the second animal sound that is contemporaneous to the simulation of the first animal sound by pressing the second button to reproduce the second animal sound,

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79. (New) The method of claim 47, wherein act (A) comprises controlling the simulation of the first animal sound made by a species of animal of which the lured animal is a member.

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80. (New) The method of claim 48, wherein act (B) comprises controlling the simulation of the second animal sound made by the species of animal of which the lured animal is a member.

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81. (New) The method of claim 47, wherein act (A) comprises controlling the simulation of the first animal sound made by a first species of animal, and act (B) comprises controlling the simulation of the second animal sound made by the first species.

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82. (New) The method of claim 47, wherein act (A) comprises controlling the simulation of a first vocal animal sound.

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83. (New) The method of claim 51, wherein act (B) comprises controlling the simulation of a second vocal animal sound different than the first vocal animal sound.

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(New) The method of claim 78, wherein act (A) further comprises controlling the reproduction of the first pre-recorded sound by a speaker housed separately from the hand-held unit, and act (B) further comprises controlling the reproduction of the second pre-recorded sound by the speaker.

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(New) The method of claim 78, wherein the user interface includes one or more volume controls, and the method further comprises an act of:

(C) controlling a volume of the reproduced first and second pre-recorded sounds using the one or more volume controls.

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(New) The method of claim 78, wherein the hand-held unit further houses a battery, and the method further comprises an act of:

(C) providing power to the user interface and the recording medium using the battery.

87. (New) An apparatus for luring an animal to an area in an environment, the method comprising:

sub B6 a recording medium on which is stored a first signal representing a first pre-recorded sound that simulates at least a first animal sound made by a species of animal in the environment and a second signal representing a second pre-recorded sound that simulates at least a second animal sound made by a species of animal in the environment;

a user interface including a first button to select the first pre-recorded sound and a second button to select the second pre-recorded sound;

means for contemporaneously playing back the first and second pre-recorded sounds in response to the first button and the second button being pressed; and

a hand-held unit to house the recording medium, the user interface and the means for playing back during operation of the apparatus.